BILL NUMBER /1- 133

GENERAL FACT SHEET

| BRIEF TITLE | APPROVAL DEADLINE | REASON |
|---|-------------------|--|
| Amend LMC 4.62.010, Police and Fire Pension Plan Investment Board, to provide staggered terms | | Provide the opportunity for better continuity by staggering the terms of members elected by the Police and Fire departments. |

| DETAILS | | POSITIONS/RECOMMENDATIONS |
|---|--|--|
| An ordinance amending Lincoln Municipal Code Chapter 4.62 by amending: | Sponsor: Personnel Dept. | Recommend approval: Yes. |
| Amend Lincoln Municipal Code Sections 4.62.010 titled Police and Fire Pension Plan Investment Board to provide staggered terms for members elected by the Police and Fire departments . | Program Departments, or Groups Affected: Police and Fire Pension Investment Board Members | |
| | Applicants/ Proponents: Personnel Dept. and Police and Fire Pension Investment Board Members | |
| Discussion (Including Relationship to other Council Actions) | Opponents | Groups or Individuals |
| | | Basis of Opposition |
| | Staff Recommendations | □ For □ Against Reason Against |
| | Board or Commission Recommendation | BY: □ For □ Against □ No Action Taken □ For with revisions or conditions (See Details column for conditions) |
| | CITY COUNCIL ACTIONS (For Council Use Only) | □ Pass □ Pass (As Amended) □ Council Sub. □ Without Recommendation □ Hold □ Do not Pass |

| DETAILS | POLICY/PROGRAM IMPACT | | | |
|---------|---|---|--|--|
| | POLICY OR PROGRAM CHANGE | O NO O YES | | |
| | OPERATIONAL IMPACT ASSESSMENT | | | |
| | FINANCES | | | |
| | COST AND REVENUE PROJECTIONS | COST of total project: \$ COST of this Ordinance/ Resolution \$0.00 | | |
| | | RELATED annual operating Costs \$ | | |
| | | INCREASE REVENUE EXPECTED/YEAR \$ | | |
| | SOURCE OF FUNDS | CITY [Approximately]\$%\$%\$% NON CITY [Approximately]\$%\$%\$% | | |
| | BENEFIT COST Front Foot Assessment Square Foot | Average \$\$ | | |

APPLICABLE DATES:

FACT SHEET PREPARED BY: Paul D. Lutomski

REVIEW BY: John E. Cripe

REFERENCE NUMBER